

KONAMI®

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*Ropie*  
*TwinBee*  
**RAINBOW BELL  
ADVENTURES™**



**SUPER NINTENDO™**

ENTERTAINMENT SYSTEM

**PAL VERSION**

**INSTRUCTION  
BOOKLET**

# KONAMI®



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# *Pop'n* **TwinBee** **RAINBOW BELL** **ADVENTURES** <sup>TM</sup>



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## Story

Far across the universe, seven colored bells known as the "rainbow bells" shine in the night sky. As long as they continue to ring, peace will prevail in the universe.

One day, the evil scientist Dr. Warmon, in a plot to take over the universe, steals the seven bells and divides them up among his foot soldiers.

Without their sacred rainbow bells the people lose all hope for the future. Because they have lost hope, Princess Melora, the one who symbolizes all of the people's good intentions, suddenly disappears.



When Dr. Shinamon learns of this, he summons Twinbee, Winbee and Gwinbee to recover the seven "rainbow bells" and to rescue Princess Melora.



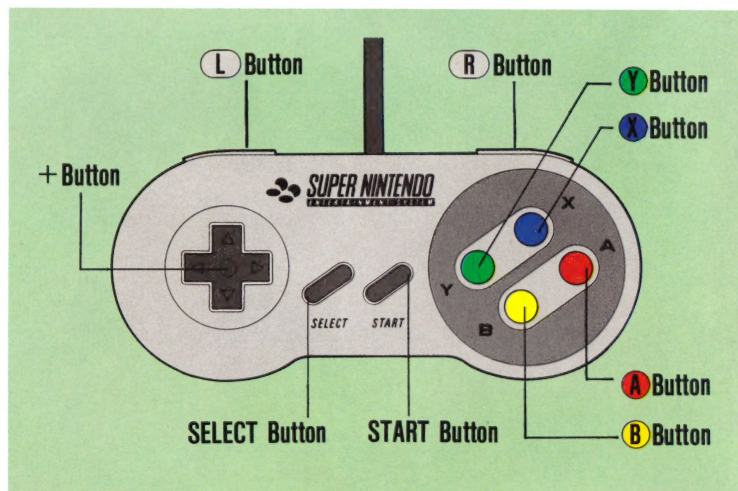
A new adventure for Twinbee and his friends is about to begin.





## How to Use the Controller

### ● Parts, Names and Functions of the Controller ●



### Map screen

These are the initial settings.  
At the action screen, settings for the **A**~**R** buttons can be changed under "OPTION".



The player on the map screen moves by pressing the + key and enters the stage by pressing the START button.

## Action screen

+key

Player movement left/right.

Up key: Enter a door.

When standing still, press the up/down keys to scroll the screen in either direction.

(L/R) button

Screen scrolls to the right or left. (This operation may not be possible in some situations.)

(A) button

Fire penetration laser.

(B) button

Jump (Power jump). Swim.

(X) button

Hold an item, set it down.

(Y) button

Punch. (Power punch.) Weapon attack. Throw things.

START button

Pause button. (Press again to cancel pause.)

Stage map and list of items held appears.



## How to Start Play



Press SELECT at the title screen or move the cursor using the up/down keys. Press the START button to enter the various modes. (Pressing the START button during the demo returns you to the title screen.)

### Player 1...go to p.10

1P play action game.

Note: During play, with the use of a 2P controller, a second player can join play in the middle of the game.

### Player 2...go to p.10

A 2P simultaneous action game.

### Battle...go to p.22

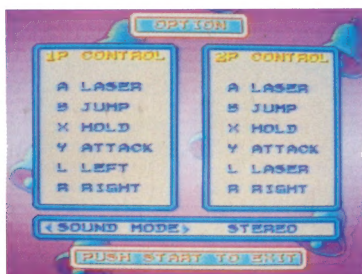
A fight between the two players.

### Option...go to p.9

Change the button settings and sound settings on the controller.



## OPTION



### Button Control Settings

When you press the A~R buttons, the control settings for each button changes. Choose the settings you wish to use.

LASER :	Fire the laser gun.
JUMP :	Jump.
HOLD :	Hold an item, set it down.
ATTACK :	Attack.
LEFT :	Scroll the screen to the left.
RIGHT :	Scroll the screen to the right.

### Sound Mode

Use the left/right keys to change the setting to either MONO or STEREO.

Press the START button to return to the title screen.



## PLAYER 1/2

### How to Start



Move the cursor with the up/down keys and press the START button.

### NEW GAME

Play the game from the beginning. Next, you go to the player select screen.

### CONTINUE

When you want to continue playing after game over, choose this mode and you can begin again where you left off.

### PASSWORD

Next you go to the player select screen.

By entering the 5-letter password that appears at game over, you can continue playing from the stage after the last one cleared.



## ●HOW to Enter the Password●



Choose a letter using the +key, and enter with the **X**, **Y** or **A** button. Move the cursor to the left using the **L** or **B** button and to the right using the **R** button. When the password is complete, choose END and press the

START button. If the password is correct, you go to the player select screen. If you press the SELECT button during entry, you return to the title screen.

## Player Select Screen



Choose the player character with the SELECT button or left/right keys and press the START button to begin playing.

**Note:** During 2P simultaneous play, the same player character cannot be chosen by both players.



## How to Play

This game is divided into map screens and action screens (stages).

### Map Screen



At the map screen, press the START button and the player on the map screen will enter the stage.


If you reach the GOAL set by Dr. Shinamon somewhere in the stage, you will clear the stage. When you clear a stage, a new stage appears and the area of movement on the map expands. Move by using the + key.



A boss enemy is lurking somewhere in the stage. Defeat the boss to get back a rainbow bell. Get all seven rainbow bells back!

Once a stage has been cleared, you can use the SELECT button during pause in a stage to return to the map screen.

### About 2P Simultaneous Play

- When you want to move the screen over to a player who has gone off the screen, use the SELECT button. When you want to get a player back onto the screen, use the  button.
- For a second player to join in a game in the middle, press the START button on the 2P controller and the name of the 2P player appears in the upper right of the screen. Use SELECT or the up/down keys to choose the player character and press the START button again to join play.

Play with your favorite character--Twinbee, Winbee or Gwinbee.

(See p.19 for player weapons and features.)

When you collect 100 small bells that appear in the stages, you get an extra life, and if you get them all, you get something even better...



When you hit an enemy a rainbow bell flies out. If you catch the bell you can power up. (see p.22)



There is a door somewhere in the stage. If you find a key the same colour as the door, you can open the door.



If you get hit by an enemy or fall into a trap, you lose one life. When you lose all your lives, your player is out and the countdown starts. If you press the START button before the countdown ends, the game will continue.



## Action Screen

### ●During Play●

1P frame

- Jump gauge
- Player name
- Life
- Weapon
- Cleats
- Laser gun

No. of small bells taken/  
number in stage (also for 2P)

Punch gauge

2P frame

Time

### ●During Pause●

Stage map (also for 2P)

Screen showing players

Twinbee: blue

Winbee: pink

Gwinbee: green

List of items held  
(also for 2P)

Screen with goal

Type of key

No. of rainbow bells

## Clear Screen



Goal time

Player  
clear time

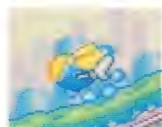
If your clear time is lower than the goal time, you'll get something good, so go for it!

## Player Actions

Run (speed up)... + key left/right (hold down)



Run



Speed up

Jump... **B** button



The height of your jump depends on how long you hold down the button. Also, if you crush an enemy while continuing to hold down the button, you will jump higher.

Punch... **Y** button



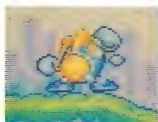
Throw a punch in a direction controlled by the + key.

Power jump



When you hold down the **B** button, power accumulates in the jump gauge and the gauge begins flashing. While it is flashing, if you hold down the + key and release the **B** button, you do a power jump in the direction of the + key. (When the gauge is not flashing, or if the gauge is flashing but you do not press the + key, a power jump cannot be done.)

## Power Punch



If you hold down the button, your arm swings in a circle and power is accumulated. When the punch gauge starts flashing, if you release the button, energy balls will fly out in a direction controlled by the + key. (While your arm is swinging, you cannot move or jump.)



## Laser Gunfire... Button



Fire a penetrating laser in a horizontal direction.

## Weapon Attack... Button



Each player uses his/her special weapon to attack.

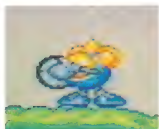
## Crush Attack




If you jump on an enemy from above, you will cause damage to the enemy. If you wear cleats, your attacking power is greater.

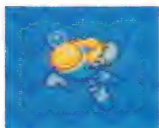



### Picking up an item... button



While holding down the button, if you touch the item, you pick it up. If you press it again, you release the item. (While you hold the item, use the  button to throw it.)

### Swim... button




To jump from the surface of the water, use the up key plus the  button.

### Sliding... Down key when running at top speed



Attack the enemy you slide into.

One-point  
advice

- If you jump while holding the up (or down) key, you can jump up (or down) while attacking!
- You can break through walls or rocks using the power jump and power punch! Also, you can use the power jump several times in a row to jump to a very high place! You must think where to use it.
- Use the  button plus the left/right button in the opposite direction you are facing to utilise attack punches! Some enemies can be crushed with a single attack, but they do not release a bell.
- When falling, press the up key to shoot a jet stream that lets you float down. Use it when you don't want to fall.

Examine the weapons and features, and choose the best player for you!

### Twinbee

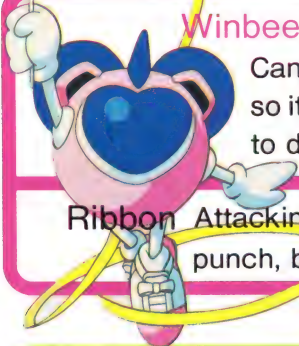
Normal type; easy to use both power jump and power punch.



**Hammer** Best attacking power against enemies at close range.

### Winbee

Can quickly use power jumps, so it is good for players who like to do a lot of jumping.



**Ribbon** Attacking power is the same as a punch, but the reach is longer.

### Gwinbee

Can quickly throw power punches, so it good for players who like to be careful.



**Rattle** Good against faraway enemies, but has low attacking power.

## Items



### Heart

Returns one life.



### Capsule

If you break the capsule, one of the following items comes flying out. Use the item to attack the enemy.



### Homing Missile

Throw it and it seeks out the enemy.



### Ball

Bounces around the screen for a short time.



### Bomb

Throw it to damage all enemies on the screen.



### Sprite

1/4 life is restored.





## Rainbow Bells (Power Up Bells)

When you defeat an enemy, a bell flies out. If you catch the bell, you can power up as shown below.

Also, if you suffer damage, a bell pops out.

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Type of Bell	Effect
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Yellow

### Weapon

Punch attack becomes weapon attack. (See p.19 for player weapons.)



Blue

### Laser Gun

Fire a penetrating laser.



White

### Cleats

Give double the amount of damage compared to an ordinary crush attack. It also keeps you from sliding on ice.



Green

### Transformation

With this on, you are protected from enemies and enemy bullets. You can wear up to three of these. (During 2P simultaneous play, three in total are provided between the two players.)



Purple

### Barrier

Protects against one damage.



Pink

### Invincibility

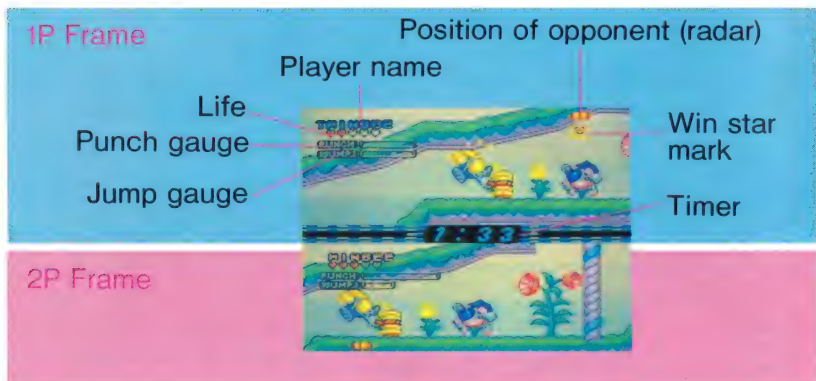
You become invincible for a limited time.



## Battle

### How to Play

- ① At the player select screen, players select their fighting characters.  
(Both players can also use the same character.)
- ② At the select screen, choose the select category with the up/down keys and choose the level and stage with the left/right keys. Press the START button to begin play.



If you are able to attack and defeat the opponent within the time limit, you win, and a win star mark appears on the screen. The first person to get two stars is the winner.  
(If neither player is defeated within the time limit, the one with more life units wins. If life is equal, it is a tie.)

## How to Start

Fight using weapon attacks, item attacks and punch attacks.

In the stages there are hearts and the following capsule items.



- Homing Missile

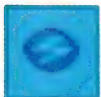
Throw it and it seeks out the enemy.



- Thorn

Throw it and a thorn comes out and flies straight.

Clouds appear at the top of the screen. If you hit them, a power up bell and the following items appear that you have the chance to catch!



- Freeze

If you get this, you can freeze the opponent for a limited period of time.



- Cloak

If you get this, your image disappears from your opponent's window for a limited time

## One-point Advice

- If you touch flying items, you will suffer damage.
- After doing a power punch, you cannot move for a few moments.
- You can recover more quickly from being frozen by tapping the button.
- You can give the opponent two damages only with the punch attack.

# TWINBEE



## Twinbee

The grandson of Dr. Shinamon. A very energetic boy with a strong sense of justice.





## Winbee

Twinbee's cousin and a good partner.  
A bright and active girl.

# WINBEE



# GWINBEE



## Gwinbee



A naughty little baby. He is guarded by the mecha-Gwinbee.



## Princess Melora

The symbol of people's hope. A mysterious being who is treated as a queen on some planets.



# MELORA

## Dr. Shinamon

A rare scientific genius who lives on Donburi Island. He is the creator of Twinbee, Winbee and the Gwinbee robot.



## Dr. Warmon

Rival to Dr. Shinamon, aiming to take over the world with the zacopy robot army he built himself.



SHINAMON





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## NOTES

This image shows a single sheet of bright yellow paper with horizontal black ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and is set against a dark background.

## NOTES

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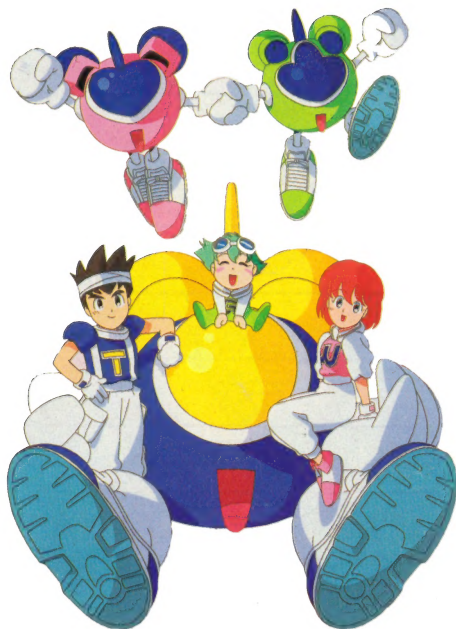
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